

Nintendo

QUICK REFERENCE CARD

TUSK

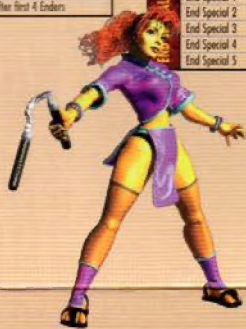
MOVE NAME	KEY COMBINATION	NOTES
OPENS		
Web of Death	○○○ + FP	Linker & Parry Opener
Boot Kick	○○○ + Any Kick	QK, MK Linkers
Skull Splitter	○○○ + FK	
Rock Slab	○○○○○ + QP	
Conqueror	○○○ + Any Punch	Pop-up
Fake Skull Splitter	○○○ + QK	
Air Double	○○○ + Kick	
Throw	○ + FK	
Reverse Throw	○ + FK	In an opponent's throw move
Parry Move	○ + Hold QP	
Pressure Move	○ + FP	
Breaker	○○○ + P/X	
Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
Mini-Ultra	○○○○○ + MP	
Ultra	○○○○○ + MP	
ULTIMATE	○○○○○ + MK	
Q-Combo Ultimate	○○○○○○○ + MP	
SPECIAL MOVES		
Super Boot Kick	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
Super Web of Death	○○○○○ + FP	Requires 3 Super Bar Blocks Linker
Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks
Pillar of Flames	○○○○○ + QK	Requires 4 Super Bar Blocks
Super Conqueror	○○○○○○○ + FP	Requires 6 Super Bar Blocks
END SPECIALS		
End Special 1	Block Slab + QP	
End Special 2	Conqueror + FP	
End Special 3	Skull Splitter + FK	
End Special 4	Boot Kick + FK	
End Special 5	○○○ + QP	After first 4 Enders

KIM WU

MOVE NAME	KEY COMBINATION	NOTES
OPENS		
Tornado Kick	○○○ + Any Kick	QK, MK Linker & MK Parry Opener
Firecracker	○○○ + MP, FP	MP Linker
Split Kick	○○○ + FK	
SPECIAL MOVES		
Fake Split Kick	○○○ + MK	Pop-up
Fireflower	○○○ + QP	
Air Fire	○○○ + MP / FP	
Air Torpedo	○○○ + Any Punch	Must Jump
Pop-up	○○○ + Any Punch	
Air Double	○○○ + Punch	
Roll	○○	
Throw	○ + FP	
Reverse Throw	○ + FP	In an opponent's throw move
Parry Move	○ + Hold QP	
Pressure Move	○ FK	
Breaker	○○○ + P/X	
Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
Mini-Ultra	○○○ + QK	
Ultra	○○○ + QK	
ULTIMATE	○○○○○ + QK	
Q-Combo Ultimate	○○○○○○○ + MK	
SUPER MOVES		
Super Tornado	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
Super Firecracker	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
Shadow Move	○○○○○ + FK	Requires 3 Super Bar Blocks
Super Air Torpedo	○○○○○ + MP (Jump in Air)	Requires 4 Super Bar Blocks
Snap Dragons	○○○○○○○ + FP	Requires 6 Super Bar Blocks
END SPECIALS		
End Special 1	Fireflower + QP	
End Special 2	Firecracker + FP	
End Special 3	Tornado Kick + FK	
End Special 4	Split Kick + FK	
End Special 5	○○○ + MK	After first 4 Enders

FULGORE

MOVE NAME	KEY COMBINATION	NOTES
OPENS		
Cyber Dash	○○○ + MK, FK	MK Linker, MK Parry Opener
Eye Laser	○○○ + MP, FP	MP Linker
SPECIAL MOVES		
Laser Storm	○○○ + Any Punch	
Fake Laser Storm	○○○ + QP	
Eye Laser	○○○ + FP, MP	
Plasma Slice	○○○ + Any Punch	Pop-up
Electro Flect	○○○ + Hold QK	
Air Double	○○○ + Punch	
Parry Move	○ + Hold QP	
Pressure Move	○ FP	
Breaker	○○○ + P/X	
Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
Mini-Ultra	○○○ + QP	
Ultra	○○○ + QK	
ULTIMATE	○○○○○ + MK	
Q-Combo Ultimate	○○○○○○○ + MP	
SUPER MOVES		
Invinc	○○○○○ + FK	Uses Super Power as you move
Lock On	○○○○○ + QK	Requires 1 Super Bar Blocks
Triple Laser Storm	○○○○○ + QP	After Lock On
Eye Laser	○○○ + FP	Requires 1 Super Bar Blocks
Plasma Sport	○○○ + Any Punch/Kick	Requires 1 Super Bar Blocks
Super Electro Flect	○○○○○ + QK	Requires 3 Super Bar Blocks Linker
Super Cyber Dash	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
END SPECIALS		
End Special 1	Cyber Dash + FK	
End Special 2	Eye Laser + FP	
End Special 3	Laser Storm + MP	
End Special 4	Plasma Slice + FP	
End Special 5	○○○ + QP	After first 4 Enders



EmuMovies

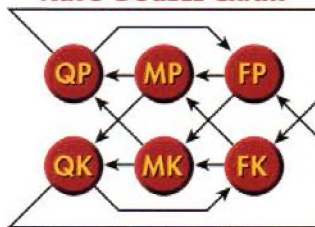
KILLER INSTINCT

GOLD

JAGO

MOVE NAME	KEY COMBINATION	NOTES
OPENS		
Laser Blade	○○○ + MP, FP	MP Linker
Windkick	○○○ + Any Kick	QK, MK Linkers, MK Parry Opener
Ninja Slide	○○○ + Any Kick	QK, MK Linkers
SPECIAL MOVES		
Endokuken	○○○ + Any Punch	
Fake Endokuken	○○○ + QK	
Real Endokuken	Press FP ○○○ Release FP	
Air Double	○○○ + Kick	
Throw	○ + FP	
Reverse Throw	○ + FP	In an opponent's throw move
Tiger Fury	○○○ + Any Punch	Pop-up
Parry Move	○ + Hold QP	
Pressure Move	○ FK	
Breaker	○○○ + P/X	
Ultra Breaker	○○○○○○○ + FP	Requires 6 Super Bar Blocks
Mini-Ultra	○○○ + QK	
Ultra	○○○ + QK	
ULTIMATE	○○○○○ + FK	
Q-Combo Ultimate	○○○○○○○ + MP	
SUPER MOVES		
Super Ninja Slide	○○○○○ + FK	Requires 3 Super Bar Blocks Linker
Super Windkick	○○○○○ + MK	Requires 3 Super Bar Blocks Linker
Shadow Move	○○○○○ + MK	Requires 3 Super Bar Blocks
Super Endokuken	○○○○○ + QP	Requires 4 Super Bar Blocks
Super Tiger Fury	○○○○○○○ + FP	Requires 6 Super Bar Blocks
END SPECIALS		
End Special 1	Windkick + FK	
End Special 2	Laser Blade + FP	
End Special 3	Tiger Fury + FP	
End Special 4	Endokuken + FP	
End Special 5	○○○ + MP	After first 4 Enders

AUTO-DOUBLE CHART



Note: Please refer to your instruction booklet for more detailed information on Fighting Theory and Controller Functions.

NINTENDO⁶⁴

MAYA

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Monks	○ ○ = FP	Pop-up
	Savage Blades	○ ○ ○ = MP	Linker & Parry Opener
	Flip Kick	○ ○ ○ = MK	Linker
	Air Monks	○ ○ ○ = FP	Jump in Air
	Jungle Leap	○ ○ ○ = FK	
SPECIAL MOVES	Savage Leap	○ ○ ○ ○ = OK	
	Colibri Bite	○ ○ ○ ○ = QP	Pop-up
	Air Double	○ ○ ○ ○ = Any Kick	
	Throw	○ ○ ○ ○ = FP	In on opponent's throw move
	Reverse Throw	○ ○ ○ ○ = FP	
SUPER MOVES	Parry Move	○ ○ ○ ○ ○ = Hold QP	
	Pressure Move	○ ○ ○ ○ ○ = FK	
	Breaker	○ ○ ○ ○ ○ = P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ = FK	Requires 6 Super Bar Blocks
	Mini Ultra	○ ○ ○ ○ ○ ○ ○ = FK	
END SPECIALS	Ultra	○ ○ ○ ○ ○ ○ ○ = FK	
	ULTIMATE	○ ○ ○ ○ ○ ○ ○ ○ = OK	
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ ○ ○ = QP	
	Super Flip Kick	○ ○ ○ ○ ○ ○ ○ ○ = MK	Requires 3 Super Bar Blocks Linker
	Super Savage Blade	○ ○ ○ ○ ○ ○ ○ ○ = MP	Requires 3 Super Bar Blocks Linker

GLACIUS

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Cold Shoulder	○ ○ ○ ○ = MP	Linker
	Ice Grip	○ ○ ○ ○ ○ = QP	
	Liquidize & Upstart	○ ○ ○ ○ ○ = MK	Linker & Parry Opener
	Liquidize to Air	○ ○ ○ ○ ○ = Any Kick	Must Jump
	Liquidize	○ ○ ○ ○ ○ = OK	
SPECIAL MOVES	Liquidize & Upstart	○ ○ ○ ○ ○ ○ = MK, FK	Pop-up
	Ice Lance	○ ○ ○ ○ ○ = FP	Pop-up
	Arctic Blast	○ ○ ○ ○ ○ = Any Punch	
	Air Double	○ ○ ○ ○ ○ = Any Kick	
	Throw	○ ○ ○ ○ ○ = FP	In on opponent's throw move
SUPER MOVES	Reverse Throw	○ ○ ○ ○ ○ = FP	
	Parry Move	○ ○ ○ ○ ○ = Hold QP	
	Pressure Move	○ ○ ○ ○ ○ = FK	
	Breaker	○ ○ ○ ○ ○ = P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ = QP	Requires 6 Super Bar Blocks
END SPECIALS	Mini Ultra	○ ○ ○ ○ ○ ○ ○ = OK	
	Ultra	○ ○ ○ ○ ○ ○ ○ = OK	
	ULTIMATE	○ ○ ○ ○ ○ ○ ○ ○ = MK	
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ ○ ○ = OK	
	Super Upstart	○ ○ ○ ○ ○ ○ ○ = FK	Requires 3 Super Bar Blocks Linker

B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Flk Flk	○ ○ ○ ○ = Any Kick	OK MK Linkers
	Ichu	○ ○ ○ ○ = MP	Linker & Parry Opener
	Tiger Slide	○ ○ ○ ○ = Any Kick	MK Linker
	Torrida Fire	○ ○ ○ ○ = Any Punch	
	Fake Torrida Fire	○ ○ ○ ○ ○ = OK	
SPECIAL MOVES	Son	○ ○ ○ ○ ○ = FP	Pop-up
	Air-Buster	○ ○ ○ ○ ○ = Any Kick	
	Air Double	○ ○ ○ ○ ○ = Any Kick	
	Throw	○ ○ ○ ○ ○ = FP	In on opponent's throw move
	Reverse Throw	○ ○ ○ ○ ○ = Hold QP	
SUPER MOVES	Parry Move	○ ○ ○ ○ ○ = FK	
	Pressure Move	○ ○ ○ ○ ○ = P/K	
	Breaker	○ ○ ○ ○ ○ = P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ = FK	Requires 6 Super Bar Blocks
	Mini Ultra	○ ○ ○ ○ ○ ○ ○ = FK	
END SPECIALS	Ultra	○ ○ ○ ○ ○ ○ ○ = OK	
	ULTIMATE	○ ○ ○ ○ ○ ○ ○ ○ = FP	
	Q-Combo Ultimate	○ ○ ○ ○ ○ ○ ○ ○ = MK	
	Super Ichu	○ ○ ○ ○ ○ ○ ○ = FP	Requires 3 Super Bar Blocks Linker
	Fire Cat	○ ○ ○ ○ ○ ○ ○ = MK	Requires 3 Super Bar Blocks Linker



TJ COMBO

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	TJ Trencher	○ Charge ○ = MK	Pop-up
	Roller Coaster	○ Charge ○ = MP	Linker & Parry Opener
	Spiritist	○ Charge ○ = QP	
	Skull Crusher	○ Charge ○ = FK	Pop-up
	Air Trencher	○ ○ ○ ○ ○ = MK	Must Jump
SPECIAL MOVES	Spiritist	○ ○ ○ ○ ○ = QP	also Linker
	Behind Back	○ Charge ○ = OK	Pop-up
	Cyclone	Hold FP Release FP Press TP to sit	
	Powerline	○ Charge ○ = FP	
	Stop Powerline	○ Charge ○ = FP	Player must be running
SUPER MOVES	Fake Dizzy	○ ○ ○ ○ ○ ○ = OK	
	Air Double	○ ○ ○ ○ ○ ○ = Any Kick	
	Throw	○ ○ ○ ○ ○ ○ = MP	
	Reverse Throw	○ ○ ○ ○ ○ ○ = MP	In on opponent's throw move
	Parry Move	○ ○ ○ ○ ○ ○ = Hold QP	
END SPECIALS	Pressure Move	○ ○ ○ ○ ○ ○ = FK	
	Breaker	○ ○ ○ ○ ○ ○ = P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ = FK	Requires 6 Super Bar Blocks
	Mini Ultra	○ ○ ○ ○ ○ ○ ○ = FK	
	Ultra	○ ○ ○ ○ ○ ○ ○ = FK	

SABREWULF

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	Sabre Wheel	○ ○ ○ = MP	Linker
	Sabre Spin	○ ○ ○ = MK	Parry Opener
	Sabre Spin	○ ○ ○ = MK	Linker
	Sabre Poison	○ ○ ○ = FP	Hold FP To Delay Poison
	Sabre Flip	○ ○ ○ = FK	Pop-up
SPECIAL MOVES	Sabre Howl	○ ○ ○ ○ = QP	Hold QP To Sustain Howl
	Fake Sabre Howl	○ ○ ○ ○ = OK	
	Sabre Hop	Top ○ ○ ○ or ○ ○ ○	
	Air Double	○ ○ ○ = Punch	
	Parry Move	○ ○ ○ = Hold QP	
SUPER MOVES	Pressure Move	○ ○ ○ = FK	
	Breaker	○ ○ ○ ○ = P/K	
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ = FK	Requires 6 Super Bar Blocks
	Mini Ultra	○ ○ ○ ○ ○ ○ ○ = OK	
	Ultra	○ ○ ○ ○ ○ ○ ○ = OK	
END SPECIALS	ULTIMATE	Hold FK for 2 seconds and release	
	Q-Combo Ultimate	Hold QP for 2 seconds and release	
	Super Sabre Spin	○ ○ ○ ○ ○ ○ ○ = MK	Requires 3 Super Bar Blocks Linker
	Super Sabre Wheel	○ ○ ○ ○ ○ ○ ○ = MP	Requires 3 Super Bar Blocks Linker
	Sabre Fireball	○ ○ ○ ○ ○ ○ ○ = FP	Requires 4 Super Bar Blocks

SPINAL

	MOVE NAME	KEY COMBINATION	NOTES
OPENERS	SkullSkinner	○ ○ ○ ○ = MP	Linker
	Flame Blade	○ ○ ○ ○ = FP	Linker, Pop-up
	Skull Scrape	○ ○ ○ ○ = FK	Pop-up
	Skull Scrape	○ ○ ○ ○ = FK	
	Skull Drain	○ ○ ○ ○ ○ = QP	
SPECIAL MOVES	Skull Dash	Top ○ ○ ○ or ○ ○ ○	
	Skullport	○ ○ ○ ○ ○ = Any Kick	Requires 1 Skull
	Power Devour	○ ○ ○ ○ ○ = Hold QP	
	1 Skull Summon	○ ○ ○ ○ ○ = MP	Requires 1 Super Bar Block
	All Skull Summon	○ ○ ○ ○ ○ = FP	Requires 6 Super Bar Blocks
SUPER MOVES	Searing Skull	○ ○ ○ ○ ○ = Any Kick	Requires 1 Skull
	Air Double	In Air ○ ○ ○ = Kick	
	Throw	○ ○ ○ = FK	In on opponent's throw move
	Reverse Throw	○ ○ ○ = FK	
	Pressure Move	○ ○ ○ ○ ○ = P/K	
END SPECIALS	Breaker	○ ○ ○ ○ ○ ○ ○ = FK	Requires 6 Super Bar Blocks
	Ultra Breaker	○ ○ ○ ○ ○ ○ ○ ○ = FK	
	Mini Ultra	○ ○ ○ ○ ○ ○ ○ = FK	
	Ultra	○ ○ ○ ○ ○ ○ ○ = FK	
	ULTIMATE	○ ○ ○ ○ ○ ○ ○ ○ = OK	

